

•ATARI ST•

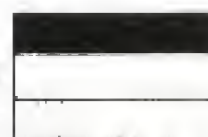
•AMIGA•



ENGLISH



FRANÇAIS



DEUTSCH

VICTORY ROAD



EmuMovies

VICTORY ROAD

VICTORY ROAD

You begin this game on the “stairway to heaven” through a weird Egyptian land. Having survived the bloodsucking monsters of the first phase, you then progress on to the actual road itself.

This is where the fun really begins! You will meet vampires, two and three headed monsters — the head will fly at you on its own, just when you think you are gaining the upper hand.

The road winds on and on, through tombs containing the bones of former seekers after fame and very much alive Eldrich horrors. Trapdoors and elevators transport you — sometimes to your surprise inside ancient buildings and under lakes and oceans. Collect icons to build up the firepower necessary to fight off your aggressors.

Action and excitement all the way with this macabre and unusual game; which has that elusive extra something to keep you coming back for more

LOADING

ATARI ST

Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically.

AMIGA

AMIGA 500

Insert the disk into drive A and turn the computer on. The program will then load and run automatically. If you have a secondary disk drive please ensure that it is disconnected before loading.

AMIGA 1000

Insert the system disk and when the work bench disk illustration appears, insert the disk. The program will then load and run automatically. Follow on screen instructions. If you have a secondary disk drive please ensure that it is disconnected before loading.

CONTROLS

Player 1	—	Port 1
Player 2	—	Port 0
SPACE BAR	—	Toggles Player 1's top direction lock on & off
Numeric ENTER	—	Toggles player 2's top direction lock on & off
F1	—	Quit game
F2	—	Pause game
FIRE BUTTON	—	Fires current weapon
Hold FIRE BUTTON	—	Throws grenade

GAME PLAY

Proceed up the playfield eliminating all the aliens as you go. Collect bonuses to increase fire power. Add to score, wear armour, etc.

Use grenades and other weapons to destroy buildings, rocks, store boxes and to reveal hidden bonuses. Blast through walls to obtain access to areas behind. For extra bonus points run onto the green trapdoors, and be transported underground to face a large alien: (kill it for extra points).

Your gun will follow your movement direction to "lock" the gun to a particular direction, press the toggle key, locking the gun to the current direction, press again to release it.

STATUS AND SCORING

Player One's score is displayed in the bottom left hand corner of the scenery and number of lives remaining in the top left hand corner.

Player Two's score is displayed in the bottom right hand corner of the screen and number of lives remaining in the top right hand corner.

50 points	—	small alien
100 points	—	large alien
1000 points	—	large monster
200 points	—	bonus

HINTS AND TIPS

- * You don't have to enter black holes, so to save time and lives avoid them until you know the game better.
- * Some bonuses are hidden underground so destroy the background with grenades etc to find them.
- * Collect bonuses wisely: — don't sacrifice useful weapons for points gained by collecting less important objects.
- * Large monsters can only be destroyed with grenades so don't waste your time shooting them.
- * Keep to the centre of the screen as aliens can appear from the edges.

VICTORY ROAD

Its program code, graphic representation and artwork are the copyright of Imagine Software and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:

Mr Yates, Imagine Software, 6 Central Street, Manchester M2 5NS.